

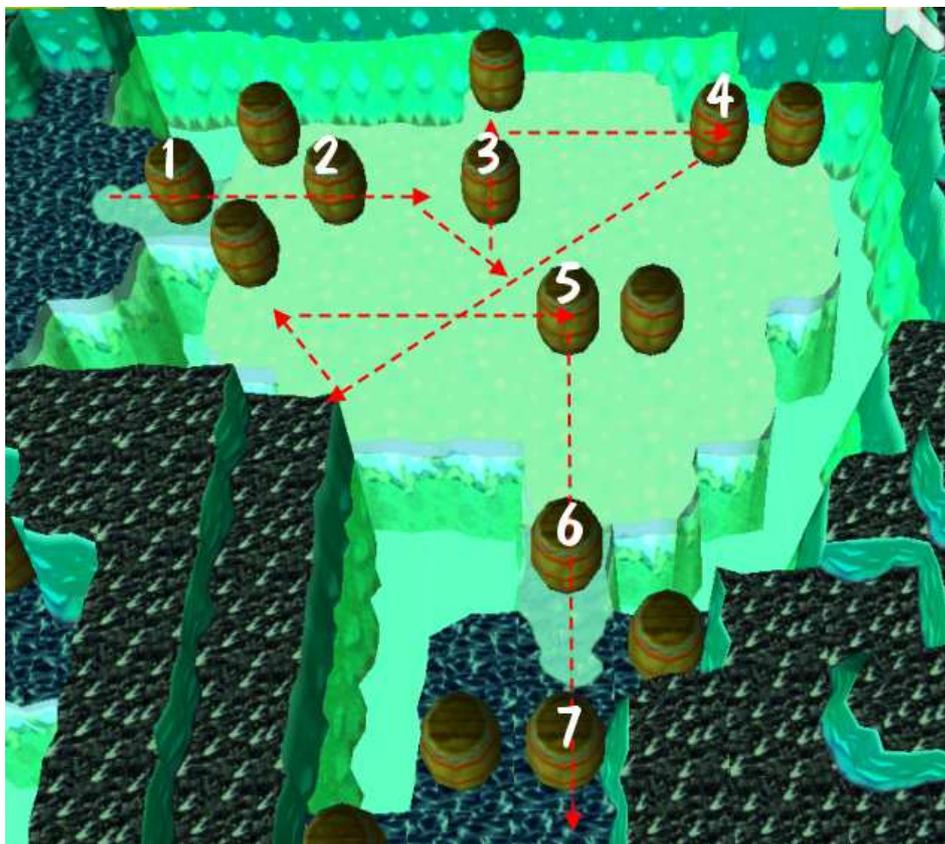
THE FUSE



It's a good idea to practice this first by blowing up the barrel to the right of the fuse at the start. You can then get to know the moves off by heart so you can do them as fast as possible when you do set off the fuse.

You won't be able to blow up the last barrel while practicing though as you need to get off the Pow charger to blow up the first one. Once you're ready to attempt it with the fuse lit you can blow up the beginning barrel while standing on the charger and thus gain an extra Pow.

The transporter part can be done in 7 moves as follows. Up on 1, down on 2, left on 3, up on 4, back down on 5, left on 6 and left on 7. While travelling on 7 activate your Pow so you can blow up the two barrels circled as soon as you stop. Don't fire before you stop or you'll blow yourself up!

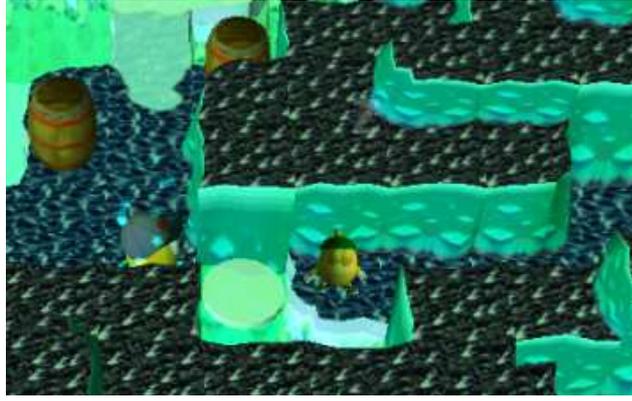


Hurry round to the ice and barrel area and stand immediately to the left of barrel 1.

Blow up barrels 1 and 2 and slide right. Slide diagonally down to 5. Now you can blow up barrels 3, 4, 5, 6 and 7 all at once before moving to follow the arrows. This makes things much easier than blowing each barrel as you get to it. If you want to use the keyboard to do the remaining slides then use the number keypad and press 8, 6, 1, 7, 6 and 2.

Go straight down to the Blink charger and immediately freeze the wee stinker.

THE FUSE



Freezing the stinker will protect him from the explosion and the explosion will unfreeze him. Brr an ice tile over to him and slide across, waking him up in the process. Walk back round where the fuse was picking up 5 gems along the way and the wee stinker will follow you to the exit.

You have a mere 45 seconds from lighting the fuse to the last barrel exploding so your movements throughout the level need to be as smooth as possible. Practice, practice, practice.

Link for video... <http://www.youtube.com/watch?v=cbJ6INYu6Ok>